added and no new issues have been raised by the present response.

Claims 1-26 and 29-37 have been rejected under 35 U.S.C. § 102(e) as allegedly being anticipated by U.S. Patent No. 6,377,263 to Falacara et al. Applicants have carefully considered the Examiner's comments and the cited art, and respectfully submit that independent claim 1 is patentably distinct from the cited art, for at least the following reasons.

Independent claim 1 relates to a method for interfacing with a three-dimensional object that is displayed, the method comprising: defining a three-dimensional object as a component, the component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, the interfacing content being capable of interfacing with the three-dimensional content without external interfacing scripting; and displaying a component interface, the component interface being interactive with the three-dimensional content such that an application developer is capable of interfacing with the three-dimensional object through the component interface.

Falacara et al., as understood by Applicants, relates to a system and method for creating a virtual reality. The virtual reality is constructed by providing a framework, or paradigm, in which various aspects of a virtual world may be separately constructed and brought together at runtime to create the desired virtual reality. The framework includes views which are windows into the virtual world, virtual worlds which are complete 3D models of the virtual reality, and modular components which are entities that populate the virtual world. The components have both a graphical model and a behavioral model. The graphical model and behavioral model are independent software modules that may be reused with other components. Included with the modules are attributes, rules, and other parameters that may be used to affect the basic visual appearance and behavior of a

component. Components may inherit from other components, and the graphical model of a component is constructed from a hierarchy of parts.

The Office Action indicates that Falacara et al. allegedly discloses a method of interfacing with a three-dimensional object comprising, inter alia, defining a three-dimensional object as a component (see Office Action, p. 3, lns. 15-19), and displaying a component interface that is interactive with three-dimensional content of the component (see id., lns. 21-24).

However, as understood by Applicants, Falacara et al. does not disclose or suggest defining a three-dimensional object as a component, the component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content.

Furthermore, as understood by Applicants, Falacara et al. does not disclose or suggest interfacing content capable of interfacing with the three-dimensional content without external interfacing scripting.

As understood by Applicants, Falacara et al. discloses a method for creating components, behaviors, worlds, and other constituents of the virtual reality (see Falacara et al., col. 3, lns. 30-50). The method includes the steps of creating raw 3D content including models and textures; and creating components incorporating the 3D content and adding parts, attributes, behaviors, rules, and dependencies (see id.).

Each component of Falacara et al. has a geometry model that describes visual aspects of the component, and a behavior model that describes the behavior of the component (see id., col. 6, lns. 59-66). The definition of the component carries a complete specification of the appearance, composition, and personality of the component (see id., col. 7, lns. 3-13). Appearance models and textures are imported from commercial tools in formats such as

VRML, DXF, and Inventor (see id.).

The composition of a component of Falacara et al. also includes "parts" and "attributes" (see id.). As understood by Applicants, "parts" refers to logical names for elements within a geometrical model of the component, and "attributes" refers to non-geometric information about the abstract or physical properties of the component (see id., col. 7, lns. 14-43).

The behaviors of the component define its actions and reactions, and are governed by rules and dependencies (see id., lns. 44-65). The behaviors may be written in many forms including compiled C or C++ code, Java, Java script, animation sequences, and scripting languages (see id.).

As understood by Applicants, the components of Falacara et al. are incorporated into a world file that is in a VRML 2.0 format as depicted in Fig. 2 (see id., col. 9, lns. 39-64; Fig. 2). The world file references component files that contain descriptions of the components, and the component files reference VRML geometry files needed to render the components, and behavior libraries in the form of program files in Dynamic Link Library, Java, or Java Script format (see id.).

However, Applicants find no teaching or suggestion in Falacara et al. of a method for interfacing with a three-dimensional object that is displayed, the method comprising defining a three-dimensional object as a component, the component being defined by a three-dimensional content language that includes three-dimensional content and interfacing content, the interfacing content being capable of interfacing with the three-dimensional content without external interfacing scripting, as recited in independent claim 1.

Accordingly, Applicants respectfully submit that independent claim 1 is patentably

distinct over the cited art. Independent claims 10, 14, 20, 26, 31-33, and 35 are believed to be

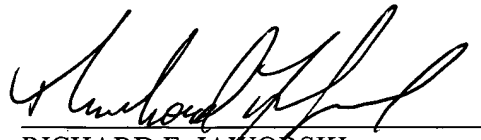patentably distinct over the cited art for at least similar reasons.

The Office is hereby authorized to charge any additional fees that may be required in

connection with this response and to credit any overpayment to our Deposit Account No. 03-

3125.

If a petition for an extension of time is required to make this response timely, this

paper should be considered to be such a petition, and the Commissioner is authorized to

charge the requisite fees to our Deposit Account No. 03-3125.

If a telephone interview could advance the prosecution of this application, the

Examiner is respectfully requested to call the undersigned attorney.

Entry of this response and allowance of this application are respectfully requested.


                                                     Respectfully submitted,


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